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1 <u>A comparison of consecutive and concurrent input text entry techniques for mobile phones</u>   ▬
Daniel Wigdor, Ravin Balakrishnan
April 2004 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '04**
Publisher: ACM Press

Full text available: 📄 <u>pdf(401.07 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

The numeric keypads on mobile phones generally consist of 12 keys (0-9, *, #). Ambiguity arises when the 36-character alpha-numeric English alphabet is mapped onto this smaller number of keys. In this paper, we first present a taxonomy of the various techniques for resolving this ambiguity, dividing them into techniques that use consecutive actions to first select a character grouping and then a character from within that grouping, and those that use concurrent actions to achieve the same end. W ...

Keywords: chording, mobile phones, text input

2 <u>Workshop on compositional software architectures: workshop report</u>   ▬
May 1998 **ACM SIGSOFT Software Engineering Notes**, Volume 23 Issue 3
Publisher: ACM Press
Full text available: 📄 <u>pdf(2.91 MB)</u>   Additional Information: <u>full citation</u>, <u>index terms</u>

3 <u>Developing mobile 3D applications with OpenGL ES and M3G: Developing mobile 3D</u>   ▬
<u>applications with OpenGL ES and M3G</u>
Kari Pulli, Jani Vaarala, Ville Miettinen, Tomi Aarnio, Mark Callow
July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**
Publisher: ACM Press
Full text available: 📄 <u>pdf(9.22 MB)</u>   Additional Information: <u>full citation</u>

4   ▬

<u>Bazaars, services, and systems: Experimental platform for mobile information systems</u>

Rudi Belotti, Corsin Decurtins, Moira C. Norrie, Beat Signer, Ljiljana Vukelja
August 2005 **Proceedings of the 11th annual international conference on Mobile computing and networking MobiCom '05**
Publisher: ACM Press

Full text available: pdf(987.54 KB)   Additional Information: full citation, abstract, references, citings, index terms

Interaction design is a major issue for mobile information systems in terms of not only the choice of input-output channels and presentation of information, but also the application of context-awareness. To support experimentation with these factors, we have developed a platform that supports the rapid prototyping of multi-channel, multi-modal, context-aware applications. The paper presents the main components of the platform and describes how it was used to develop a tourist information system ...

Keywords: interactive paper, mobile information system, rapid prototyping, tourist guide, voice interface, web publishing

5 Distributed interface bits: dynamic dialogue composition from ambient computing resources
Anthony Savidis, Constantine Stephanidis
May 2005 **Personal and Ubiquitous Computing**, Volume 9 Issue 3
Publisher: Springer-Verlag
Full text available: pdf(1.70 MB)   Additional Information: full citation, abstract, citings

This paper discusses a particular issue in the context of disappearing computing, namely, user mobility. Mobile users may carry with them a variety of wireless gadgets while being immersed in a physical environment encompassing numerous computing devices. In such a situation, it is most likely that the number and type of devices may dynamically vary during interactions. The Voyager development framework supports the implementation of ambient dialogues, i.e., dynamically distributed user Interfac ...

Keywords: Abstract dialogue elements, Adaptive interaction, Ambient dialogues, Dynamic user interface composition, Wearable interfaces

6 UML-B: Formal modeling and design aided by UML
Colin Snook, Michael Butler
January 2006 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 15 Issue 1
Publisher: ACM Press
Full text available: pdf(822.70 KB)   Additional Information: full citation, abstract, references, index terms

The emergence of the UML as a de facto standard for object-oriented modeling has been mirrored by the success of the B method as a practically useful formal modeling technique. The two notations have much to offer each other. The UML provides an accessible visualization of models facilitating communication of ideas but lacks formal precise semantics. B, on the other hand, has the precision to support animation and rigorous verification but requires significant effort in training to overcome the ...

Keywords: Modeling, UML-B, refinement

7 UML-based multiprocessor SoC design framework
Tero Kangas, Petri Kukkala, Heikki Orsila, Erno Salminen, Marko Hännikäinen, Timo D. Hämäläinen, Jouni Riihimäki, Kimmo Kuusilinna
May 2006 **ACM Transactions on Embedded Computing Systems (TECS)**, Volume 5 Issue 2

Publisher: ACM Press

Full text available: pdf(3.37 MB)   Additional Information: full citation, abstract, references, citings, index terms

This paper describes a complete design flow for multiprocessor systems-on-chips (SoCs) covering the design phases from system-level modeling to FPGA prototyping. The design of complex heterogeneous systems is enabled by raising the abstraction level and providing several system-level design automation tools. The system is modeled in a UML design environment following a new UML profile that specifies the practices for orthogonal application and architecture modeling. The design flow tools are gov ...

Keywords: UML 2.0, architecture exploration, design flow

8 The Satchel system architecture: mobile access to documents and services

Mike Flynn, David Pendlebury, Chris Jones, Marge Eldridge, Mik Lamming
December 2000 **Mobile Networks and Applications,** Volume 5 Issue 4
Publisher: Kluwer Academic Publishers

Full text available: pdf(207.51 KB)   Additional Information: full citation, abstract, references, citings, index terms

Mobile professionals require access to documents and document‐related services, such as printing, wherever they may be. They may also wish to give documents to colleagues electronically, as easily as with paper, face‐to‐face, and with similar security characteristics. The Satchel system provides such capabilities in the form of a mobile browser, implemented on a device that professional people would be likely to carry anyway, such as a pager or mobile phone. Printing may be per ...

9 Frontmatter (TOC, Letters, Philosophy of computer science, Interviewers needed, Taking software requirements creation from folklore to analysis, SW components and product lines: from business to systems and technology, Software engineering survey)

September 2005 **ACM SIGSOFT Software Engineering Notes,** Volume 30 Issue 5
Publisher: ACM Press
Full text available: pdf(1.98 MB)   Additional Information: full citation, index terms

10 Traffic descriptor mapping and traffic control for frame relay over ATM network

Sudhir S. Dixit, Sharad Kumar
February 1998 **IEEE/ACM Transactions on Networking (TON),** Volume 6 Issue 1
Publisher: IEEE Press
Full text available: pdf(345.04 KB)   Additional Information: full citation, references, index terms

Keywords: ATM, cell relay, frame relay, quality of service, traffic management

11 Design iterations for a location-aware event planner

Zachary Pousman, Giovanni Iachello, Rachel Fithian, Jehan Moghazy, John Stasko
May 2004 **Personal and Ubiquitous Computing,** Volume 8 Issue 2
Publisher: Springer-Verlag
Full text available: pdf(270.56 KB)   Additional Information: full citation, abstract, citings, index terms, review

We present the user-centered design and testing process of a mobile, location-aware

event planner. Using questionnaires, interviews, and discussions with potential users, we investigated the ways individuals plan social events, such as business meetings, dinners and gatherings, and perform the attendant communication tasks. We catalogued the contextually dependent ways in which people plan their meetings and informal social events and devised a wide range of conceptual sketches to address our po ...

Keywords: Cell phone, Location-awareness, Mobile calendar, Personal information management, Planning, Spontaneous events

12 Emerging threats: A preliminary investigation of worm infections in a bluetooth environment
Jing Su, Kelvin K. W. Chan, Andrew G. Miklas, Kenneth Po, Ali Akhavan, Stefan Saroiu, Eyal de Lara, Ashvin Goel
November 2006 **Proceedings of the 4th ACM workshop on Recurring malcode WORM '06**
Publisher: ACM Press
Full text available: pdf(876.85 KB)   Additional Information: full citation, abstract, references, index terms

Over the past year, there have been several reports of malicious code exploiting vulnerabilities in the Bluetooth protocol. While the research community has started to investigate a diverse set of Bluetooth security issues, little is known about the feasibility and the propagation dynamics of a worm in a Bluetooth environment. This paper is an initial attempt to remedy this situation.We start by showing that the Bluetooth protocol design and implementation is large and complex. We gather traces ...

Keywords: Bluetooth, malware, worms

13 Satchel: providing access to any document, any time, anywhere
Mik Lamming, Marge Eldridge, Mike Flynn, Chris Jones, David Pendlebury
September 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 3
Publisher: ACM Press
Full text available: pdf(591.29 KB)   Additional Information: full citation, abstract, references, citings, index terms

Current solutions for providing access to electronic documents while away from the office do not meet the special needs of mobile document workers. We describe "Satchel," a system that is designed specifically to support the distinctive features of mobile document work. Satchel is designed to meet the following five high-level design goals (1) easy access to document services; (2) timely document access; (3) streamlined user interface; (4) ubiquity; and (5)compliance with securi ...

Keywords: document access, document appliance, document processing, information appliance, mobile computing, mobile work

14 Refining visualization reference model for context information
Antti Aaltonen, Juha Lehikoinen
November 2005 **Personal and Ubiquitous Computing,** Volume 9 Issue 6
Publisher: Springer-Verlag
Full text available: pdf(709.91 KB)   Additional Information: full citation, abstract, index terms

Context-awareness can be used to decrease the need for interaction with a mobile device. This is increasingly important since the functionality of mobile devices and personal digital assistants gets more and more complex while the input and output capabilities remain

restricted. An important aspect of context-awareness is to present the current context to the user. We propose a model for visualizing contextual information on the mobile terminal screen. The model is a refinement of a well-known v ...

Keywords: Context awareness, Hand-held devices, Information visualization, Mobile phones, Visualization reference model

15 Papers: Mobile text entry using three keys

Scott MacKenzie
October 2002 **Proceedings of the second Nordic conference on Human-computer interaction NordiCHI '02**
Publisher: ACM Press

Full text available: pdf(198.85 KB)   Additional Information: full citation, abstract, references, citings, index terms

Six techniques for three-key text entry are described. The techniques use Left- and Right-arrow keys to maneuver a cursor over a linear sequence of characters, and a Select key to select characters. The keystrokes per character (*KSPC*) for the methods varies from 10.66 to 4.23. Two techniques were chosen for formal evaluation. Method #2 positions characters in alphabetical order, while Method #6 uses linguistic enhancement to reorder characters following each entry to minimize the cursor d ...

Keywords: linguistically enhanced text entry, mobile text entry, text entry performance evaluations, typamatic keying

16 Nomadic radio: speech and audio interaction for contextual messaging in nomadic environments

Nitin Sawhney, Chris Schmandt
September 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 3
Publisher: ACM Press

Full text available: pdf(648.76 KB)   Additional Information: full citation, abstract, references, citings, index terms

Mobile workers need seamless access to communication and information services while on the move. However, current solutions overwhelm users with intrusive interfaces and ambiguous notifications. This article discusses the interaction techniques developed for Nomadic Radio, a wearable computing platform for managing voice and text-based messages in a nomadic environment. Nomadic Radio employs an auditory user interface, which synchronizes speech recognition, speech synthesis, nonspeech audio ...

Keywords: adaptive interfaces, contextual interfaces, interruptions, nonspeech audio, notifications, passive awareness, spatial listening, speech interaction, wearable computing

17 Visualization techniques II: An open toolkit for prototyping reverse engineering visualizations

Alexandru Telea, Alessandro Maccari, Claudio Riva
May 2002 **Proceedings of the symposium on Data Visualisation 2002 VISSYM '02**
Publisher: Eurographics Association
Full text available: pdf(480.08 KB)   Additional Information: full citation, abstract, references, citings

Maintenance and evolution of complex software systems (such as mobile telephones) involves activities such as reverse engineering (RE) and software visualization. Although several RE tools exist, we found their architecture hard to adapt to the domain and

problem specific requirements posed by our current practice in Nokia. In this paper, we present an open architecture which allows easy prototyping of RE data exploration and visualization scenarios for a large range of domain models. We pay spe ...

18 TNT: a numeric keypad based text input method

Magnus Ingmarsson, David Dinka, Shumin Zhai

April 2004 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '04**

Publisher: ACM Press

Full text available: pdf(1.52 MB)   Additional Information: full citation, abstract, references, citings, index terms

With the evolving functionality in television-based (TV-based) information and entertainment appliances, there is an increased need to enable users input text through remote control devices. We present a novel text input method, The Numpad Typer (TNT), for interactive TV, multimedia home terminals or other similar applications. Embodied in a TV remote control and guided by a visual map on the TV screen, TNT was designed for consistent spatial Stimuli-Response (S-R) compatibility and consistency ...

19 An Empirical and Theoretical Evaluation of BinScroll: A Rapid Selection Technique for Alphanumeric Lists

J. Lehikoinen, I. Salminen

January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 2

Publisher: Springer-Verlag

Full text available: pdf(213.84 KB)   Additional Information: full citation, abstract, index terms

Searching for an item in an ordered list is a frequently reoccurring task while using computers. The search can be carried out in several ways. In this paper, we present a new, efficient technique to find an alphanumeric item in a sorted list. This technique, called BinScroll, is based on the well-known *binary search* algorithm. BinScroll can be used with a minimum of four buttons, making it ideal for keyboardless mobile use. It can also be implemented with a minimum of one line of text, m ...

20 Six in the city: introducing Real Tournament - a mobile IPv6 based context-aware multiplayer game

Keith Mitchell, Duncan McCaffery, George Metaxas, Joe Finney, Stefan Schmid, Andrew Scott

May 2003 **Proceedings of the 2nd workshop on Network and system support for games NetGames '03**

Publisher: ACM Press

Full text available: pdf(371.27 KB)   Additional Information: full citation, abstract, references, citings

It is rapidly becoming clear that entertainment will be one of the killer applications of future wireless networks. More specifically mobile gaming is predicted to be worth $1.2 billion by the year 2006 to providers in the U.S. alone [20]. The driving force behind this is the introduction of powerful feature rich handsets and ubiquitous access to high performance wireless networks. However, mobile applications face issues that are subtly different from fixed network applications, including fluct ...

Keywords: Mobile IPv6, context-aware, gaming, multimedia, ubiquitous, wireless overlay networks

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